TITANFALL ™

EAR FORCE®
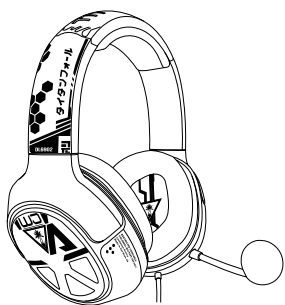# ATLAS

User Guide

TURTLE BEACH™

#1 IN GAMING AUDIO

Congratulations on your purchase of the Titanfall™ Ear Force® Atlas headset from Turtle Beach. You'll enjoy powerful gaming audio and chat with Xbox 360 and Xbox One consoles as well as PCs and even mobile entertainment sources. Turtle Beach brings over 35 years of expertise to transforming your listening experience. **Welcome to Turtle Beach!**

In the Box

For our Knowledgebase and Technical Support please visit:
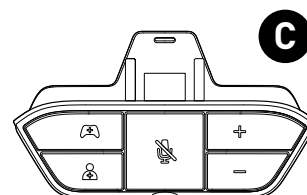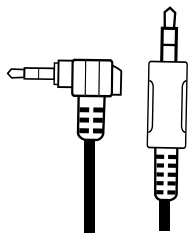**turtlebeach.com/support**

A

Titanfall Ear Force ATLAS Headset
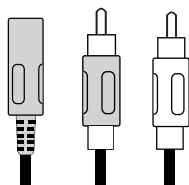
B

Titanfall Ear Force ATLAS
In-line Amplifier

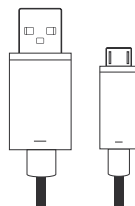**C**

Xbox One™ Audio Adapter

D

Xbox 360 Chat Cable

E

RCA Splitter Cable

F

Turtle Beach Sticker

G

USB Micro Cable

Table of Contents

About the Titanfall Ear Force Atlas Headset

The Titanfall Ear Force Atlas unlocks the audio potential of Titanfall on every platform: Xbox One, Xbox 360 and PC. To get the most from your headset, please take a few moments to review this introduction.

Overview

Engage in fast-paced, vertical warfare with the Titanfall™ Ear Force® Atlas Official Gaming Headset. Feel every bone-jarring footfall of your massive Titan, pinpoint enemy locations and stay in clear communication with other pilots as you battle for control of the Frontier.

- **Ready for Titanfall.** Designed for Xbox One and compatible with Xbox 360 and PC to work with all versions of Titanfall.
- **Customize your audio.** Personalize game and chat mix volume, plus mic mute right at your fingertips.
- **Be heard loud and clear.** High-quality removable mic for chat on Xbox One, Skype, Xbox 360 and many other voice applications.
- **Comfortable, twist-cup design.** Breathable mesh cushions on the earcups rotate to flat for wearing around your neck.
- **Mobile device compatibility.** Take your headset with you for mobile gaming on phones, tables or other devices.
- **Bass boost.** Adds more depth and punch to the game audio (Xbox 360 and PC only).
- **Mic monitor.** Hear your own voice in the headset to avoid shouting.
- **For Your Entertainment.** The headset isn't just great for Titanfall. Enjoy your favorite movies and TV shows with superior sound. Then crank up your tunes from music services like Xbox Music, or Skype with friends!
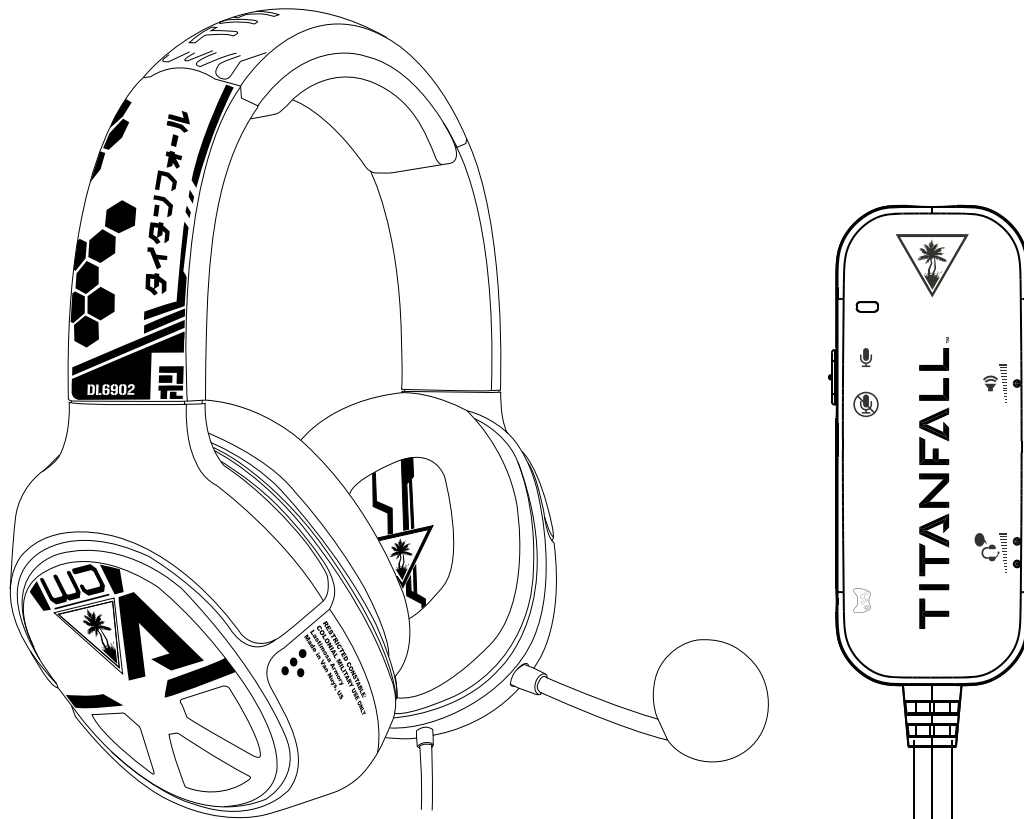
Parts and Controls

In-Line Amplifier (for Xbox 360 and PC)

Mic Status LED
Green = Mic On
Red = Mic Off

Mic Switch
Mic On
Mic Off

Xbox 360 Chat Jack
Connect the Xbox 360
chat cable here.
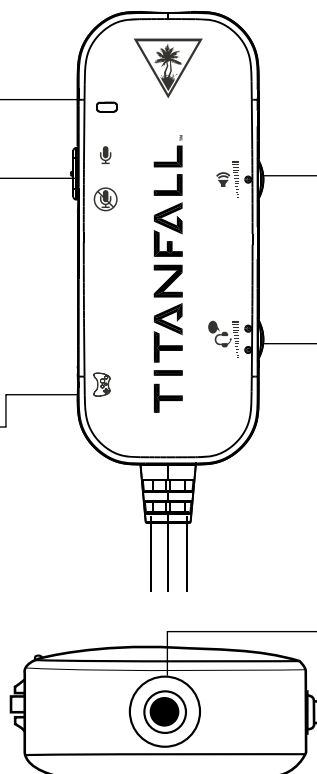Always insert firmly.

Game Volume
Adjusts the volume for game,
music and other audio sources.

Chat Volume
Adjusts the volume for chat.

Headset Jack
Connect the headset plug here.
Always insert firmly.

Top View

Xbox One Audio Adapter

Mic Mute
Press to turn off the microphone. Press
again to turn it back on.
(LED will glow when muted)
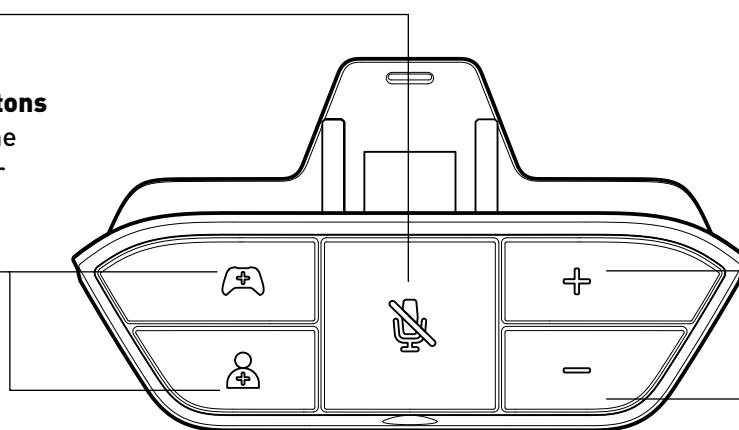
Chat/Game Balance Buttons
Adjust the relative volume
level to emphasize either
Game (controller icon)
or Chat (person icon).

Volume Up
Press to increase overall
game and chat volume.

**Volume Down**
Press to lower overall
game and chat volume.

Headset Jack
Connect the headset
plug here. Always insert firmly.

The Titanfall Ear Force Atlas headset is supplied with a convenient Xbox One Audio Adapter that plugs directly into the Xbox One controller (not supplied with the headset). The adapter places game volume, chat volume and mic mute controls right where your thumbs can operate them.
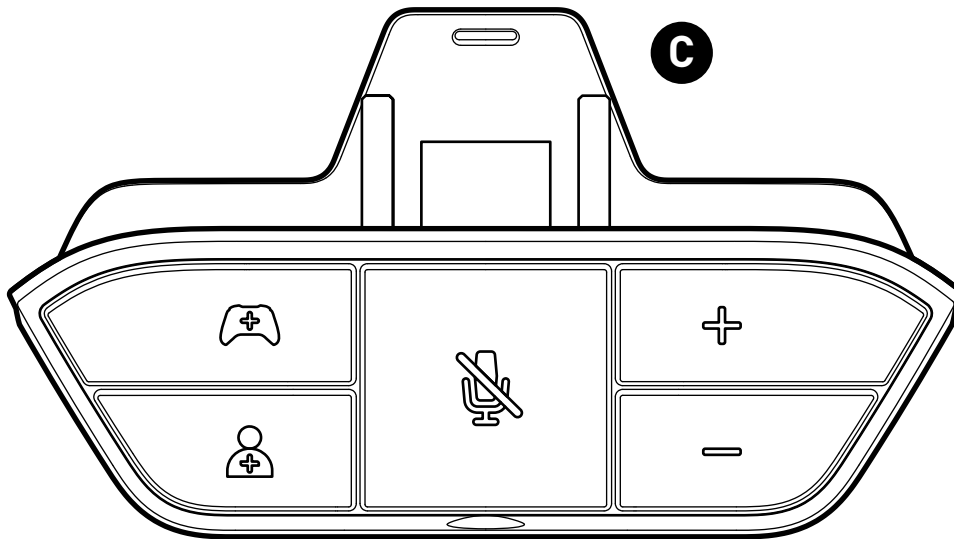
Xbox One™ Audio Adapter
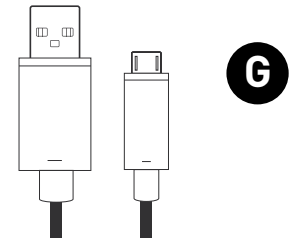
USB Micro Cable

Updating the Xbox One controller firmware

To use the adapter with an Xbox One controller, you first need to update the controller firmware. Perform the following steps.

1. Confirm that your Xbox One console is powered on.
2. Open the battery compartment on the back of the Xbox One controller and remove the batteries.
3. Insert the Xbox One Audio Adapter into the Xbox One Controller.
4. Insert the cable from your headset firmly into the headset jack of the Xbox One Audio Adapter.
5. Plug the big end of the USB cable supplied with the Xbox One Controller into the USB port on the side of the console.
6. Plug the small end of the USB cable into the top of the controller.
7. Follow the on-screen instructions from your Xbox One console to update the firmware.
   NOTE: Do not disconnect your controller or turn off your Xbox One console while the update is in progress.
8. When the update is complete, unplug the USB cable from the controller and replace the batteries.
9. Press the Xbox button on the controller to turn it back on.
   NOTE: Confirm that all connections are firmly inserted.

Connecting to the Xbox One controller

1 **A**

1. Insert the microphone boom plug into the jack on the left earcup of the headset .

2

Controller not Included

C
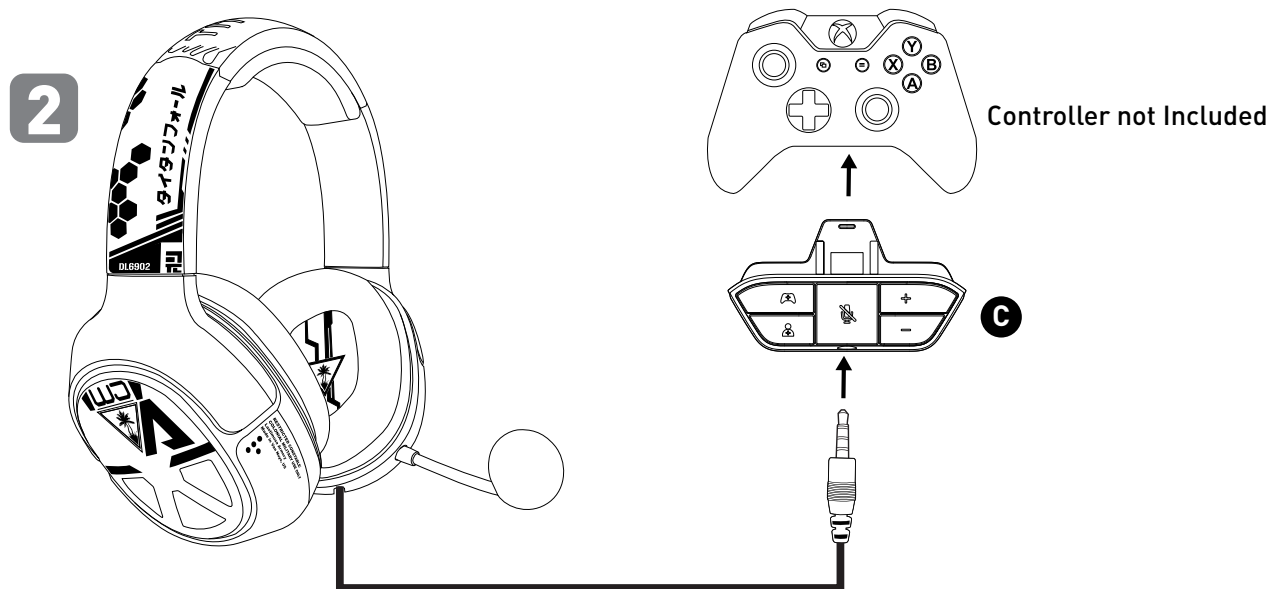
2. Insert the Xbox One Audio Adapter into the Xbox One Controller.
3. Insert the cable from your headset into the headset jack of the Xbox One Audio Adapter.
   NOTE: For reliable sound, confirm that all connections are firmly inserted.

Setup and Connections: Xbox 360 Consoles

The Titanfall Ear Force Atlas headset is packaged with an In-Line Amplifier, an Xbox 360 Chat Cable and an RCA Splitter Cable that provide connection to the Xbox 360 Console and Xbox 360 controller (not supplied with the headset). The In-Line Amplifier places game volume, chat volume and mic mute controls within easy reach. The In-Line Amplifier also provides bass boost.

Titanfall Ear Force ATLAS
In-line Amplifier

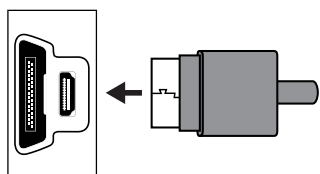Xbox 360 Chat Cable

RCA Splitter Cable
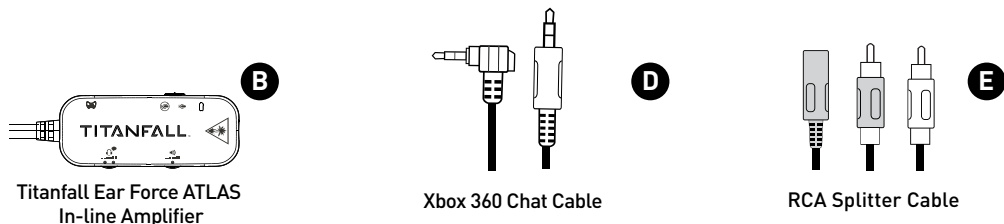
## Determine your Xbox 360 console type and connection type

Your method of connecting will depend on the specific type of Xbox 360 console you own (Original, Slim or E) and the method you're using to connect the console to your television (HDMI™ or RCA cable).

1. Identify your Xbox 360 console.	
Xbox 360 Original and Slim consoles use a trapezoidal AV connector.	Xbox 360 E consoles use a circular AV connector.
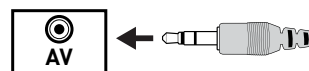
2. Identify the connection from your Xbox 360 console to your TV.		2. Identify the connection from your Xbox 360 console to your TV.	
An HDMI connection to your TV uses a single plug for both Video and Audio.	Composite and component video connections to your TV use three or more color-coded RCA plugs.	An HDMI connection to your TV uses a single plug for both Video and Audio.	Composite and component video connections to your TV use three or more color-coded RCA plugs.
HDMI	white / red / yellow	HDMI	white / red / yellow
Go to page 10.	Go to page 11.	Go to page 12.	Go to page 13.

Xbox 360 Original and Slim HDMI® Connections

1. Insert the microphone boom plug into the jack on the left earcup of the headset.
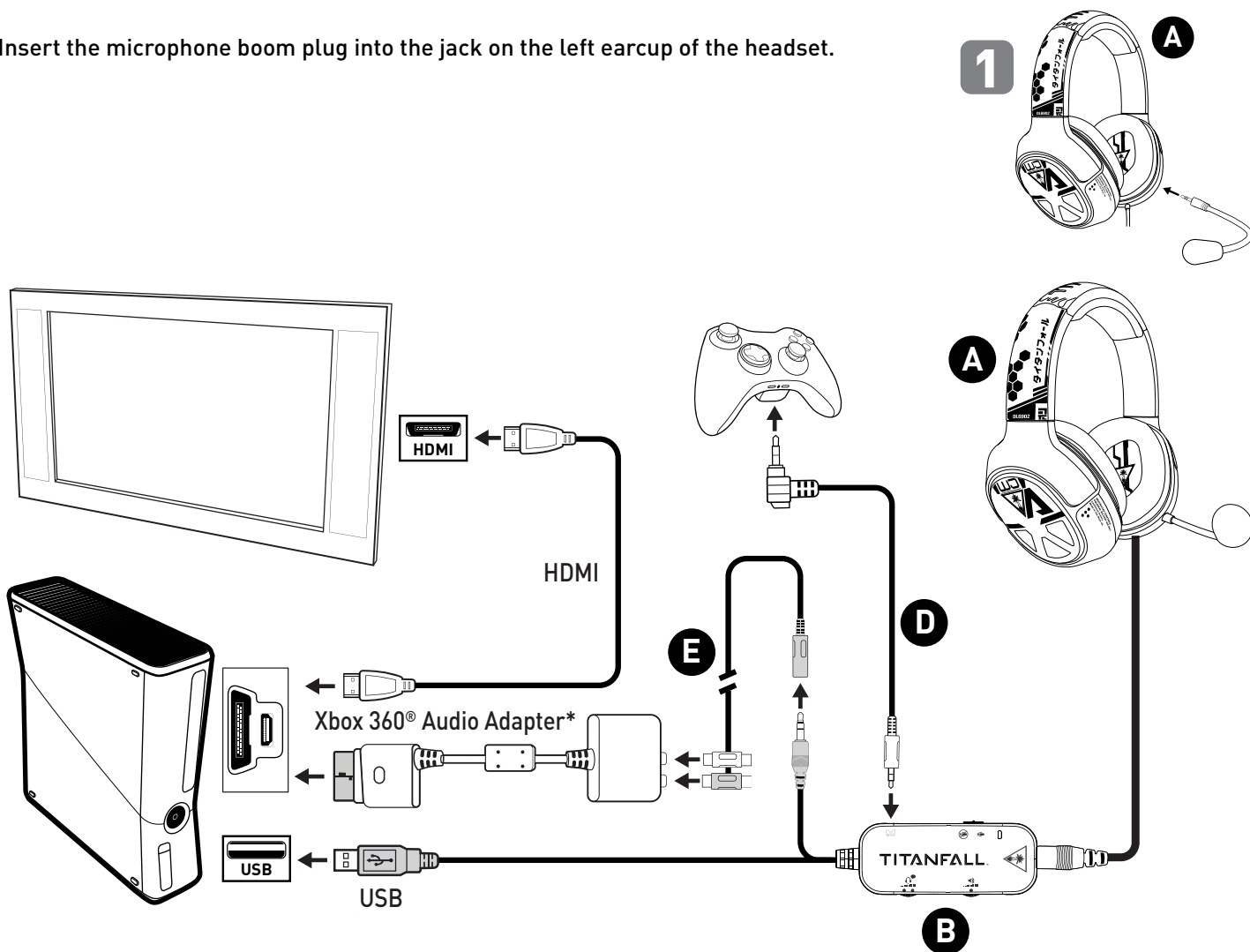
2. Insert the cable from your headset into the headset jack of the In-Line Amplifier.
3. Insert the Xbox 360 Audio Adapter, sold separately, into the multi-pin connector on the Xbox 360 console.
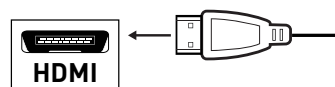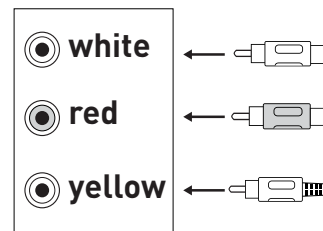4. Insert the Red and White RCA plugs of the RCA Splitter Cable, into the Red and White RCA jacks of the Xbox 360 Audio Adapter.
5. Insert the 3.5 mm plug from the In-Line Amplifier into the 3.5 mm jack of RCA Splitter Cable.
6. Insert the L-shaped 2.5 mm plug of the Xbox 360 Chat Cable into the chat jack of the Xbox 360 controller (not included).
7. Insert the straight 2.5 mm plug of the Xbox 360 Chat Cable into the Xbox 360 Chat Jack of the In-Line Amplifier.
8. Insert the USB plug of the In-Line Amplifier into a USB port of the Xbox 360 console.
   NOTE: For reliable sound, confirm that all connections are firmly inserted.

   * Xbox 360 Original and Slim models require an Xbox 360 Audio Adapter, sold separately, when used with an HDMI connection. This adapter is available from turtlebeach.com.
   * As an alternative, if your television has available RCA Audio Output jacks, you can use these to supply sound from the television to the headset. (Only use the television's Audio Output jacks. Audio Input jacks will not send sound to your headset.)

Xbox 360 Original and Slim RCA Connections

1. Insert the microphone boom plug into the jack on the left earcup of the headset.

white
red
yellow

white
red
yellow

Xbox 360® AV Cable
(Included with console)

USB

USB

TITANFALL

2. Insert the cable from your headset into the headset jack of the In-Line Amplifier.
3. Locate the Xbox 360 AV cable running from your console to the input panel of your television.
4. Disconnect the Xbox 360 AV cable's Red and White RCA plugs from the Audio Inputs of your television.
5. Insert the Xbox 360 AV cable's Red and White RCA plugs into the Red and White RCA jacks of the RCA Splitter Cable.
6. Insert the Red and White RCA plugs of the Xbox 360 AV Cable into the back of the RCA Splitter cable connections. The Plugs should now be "piggybacked", red on red, white on white.
7. Insert the 3.5 mm plug from the In-Line Amplifier into the 3.5 mm jack of RCA Splitter Cable.
8. Insert the L-shaped 2.5 mm plug of the Xbox 360 Chat Cable into the chat jack of the Xbox 360 controller (not included).
9. Insert the straight 2.5 mm plug of the Xbox 360 Chat Cable into a Xbox 360 Chat Jack of the In-Line Amplifier.
10. Insert the USB plug of the In-Line Amplifier into a USB port of the Xbox 360 console.
    NOTE: For reliable sound, confirm that all connections are firmly inserted.
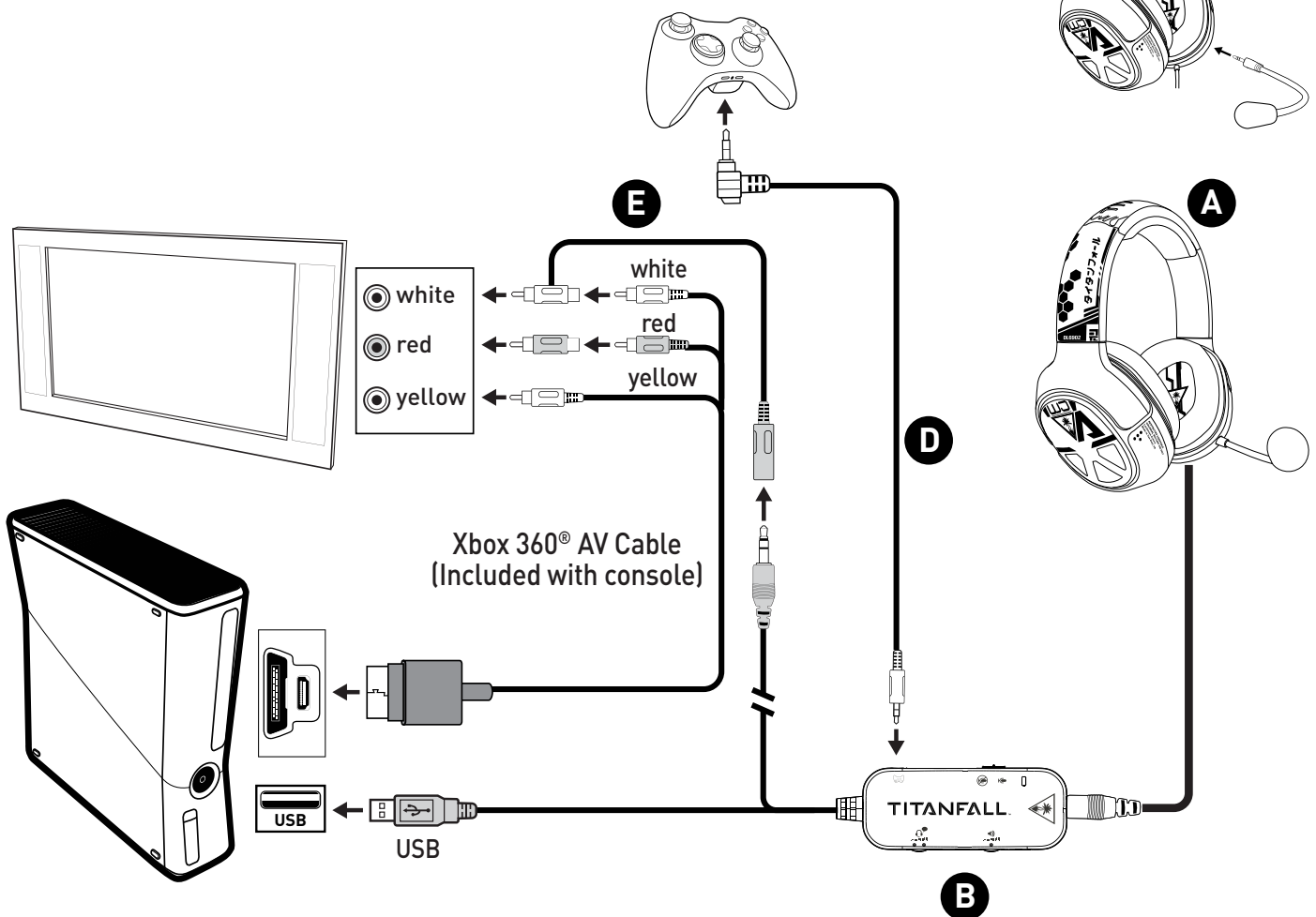
Setup and Connections: Xbox 360 Consoles

Xbox 360 E HDMI Connections

1. Insert the microphone boom plug into the jack on the left earcup of the headset.
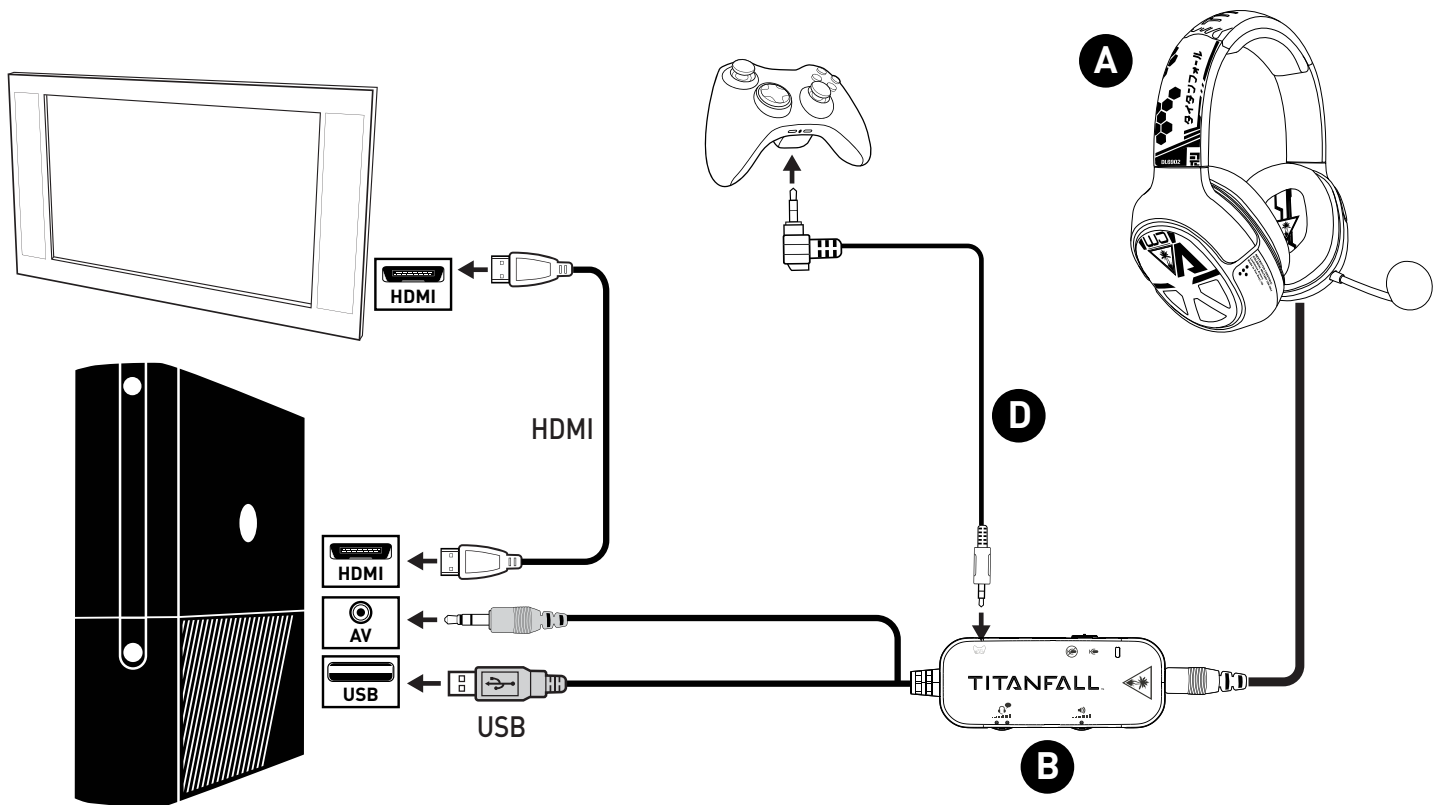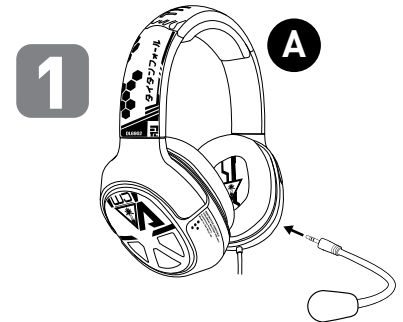
2. Insert the cable from your headset into the headset jack of the In-Line Amplifier.
3. Insert the 3.5 mm plug from the In-Line Amplifier into the AV Output jack of the Xbox 360 console.
4. Insert the L-shaped 2.5 mm plug of the Xbox 360 Chat Cable into the chat jack of the Xbox 360 controller (not included).
5. Insert the straight 2.5 mm plug of the Xbox 360 Chat Cable into the Xbox 360 Chat Jack of the In-Line Amplifier.
6. Insert the USB plug of the In-Line Amplifier into a USB port of the Xbox 360 console.
   NOTE: For reliable sound, confirm that all connections are firmly inserted.

Xbox 360 E RCA Connections

1. Insert the microphone boom plug into the jack on the left earcup of the headset.

white
red
yellow

white
red
yellow

Xbox 360® AV Cable
(Included with console)

AV
USB
USB

1

A

A

E

D

B

TITANFALL

2. Insert the cable from your headset into the headset jack of the In-Line Amplifier.
3. Locate the Xbox 360 AV cable running from your console to the input panel of your television.
4. Disconnect the Xbox 360 AV cable's Red and White RCA plugs from the Audio Inputs of your television.
5. Insert the Xbox 360 AV cable's Red and White RCA plugs into the Red and White RCA jacks of the RCA Splitter Cable.
6. Insert the Red and White RCA plugs of the Xbox 360 AV Cable into the back of the RCA Splitter cable connections. The Plugs should now be "piggybacked", red on red, white on white.
7. Insert the 3.5 mm plug from the In-Line Amplifier into the 3.5 mm jack of RCA Splitter Cable.
8. Insert the L-shaped 2.5 mm plug of the Xbox 360 Chat Cable into the chat jack of the Xbox 360 controller (not included).
9. Insert the straight 2.5 mm plug of the Xbox 360 Chat Cable into the Xbox 360 Chat Jack of the In-Line Amplifier.
10. Insert the USB plug of the In-Line Amplifier into a USB port of the Xbox 360 console.
    NOTE: For reliable sound, confirm that all connections are firmly inserted.

Xbox 360 system settings

For proper operation, adjust the Voice settings on your Xbox 360 console.

1. Press the Xbox 360 Guide button on your controller.
2. In the on-screen menus,
   select Settings > Preferences > Voice
3. Set Voice Volume to 10
4. Set Game Volume to 10
5. Set Voice Output to **"Play Through Headset"**

Voice

Voice Volume	10

Game Volume	10

☐ Mute Kinect

Voice Output
● Play Through Headset
○ Play Through Speakers
○ Play Through Both
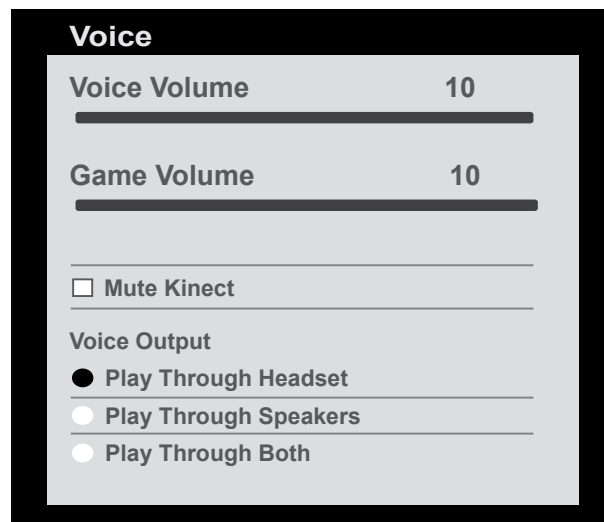
Setup and Connections: PC

The Titanfall Ear Force Atlas headset is supplied with an In-Line Amplifier that provides connection to your PC and places game volume, chat volume and mic mute controls within easy reach.
The In-Line Amplifier also provides bass boost.

1. Insert the microphone boom plug into the jack on the left earcup of the headset.
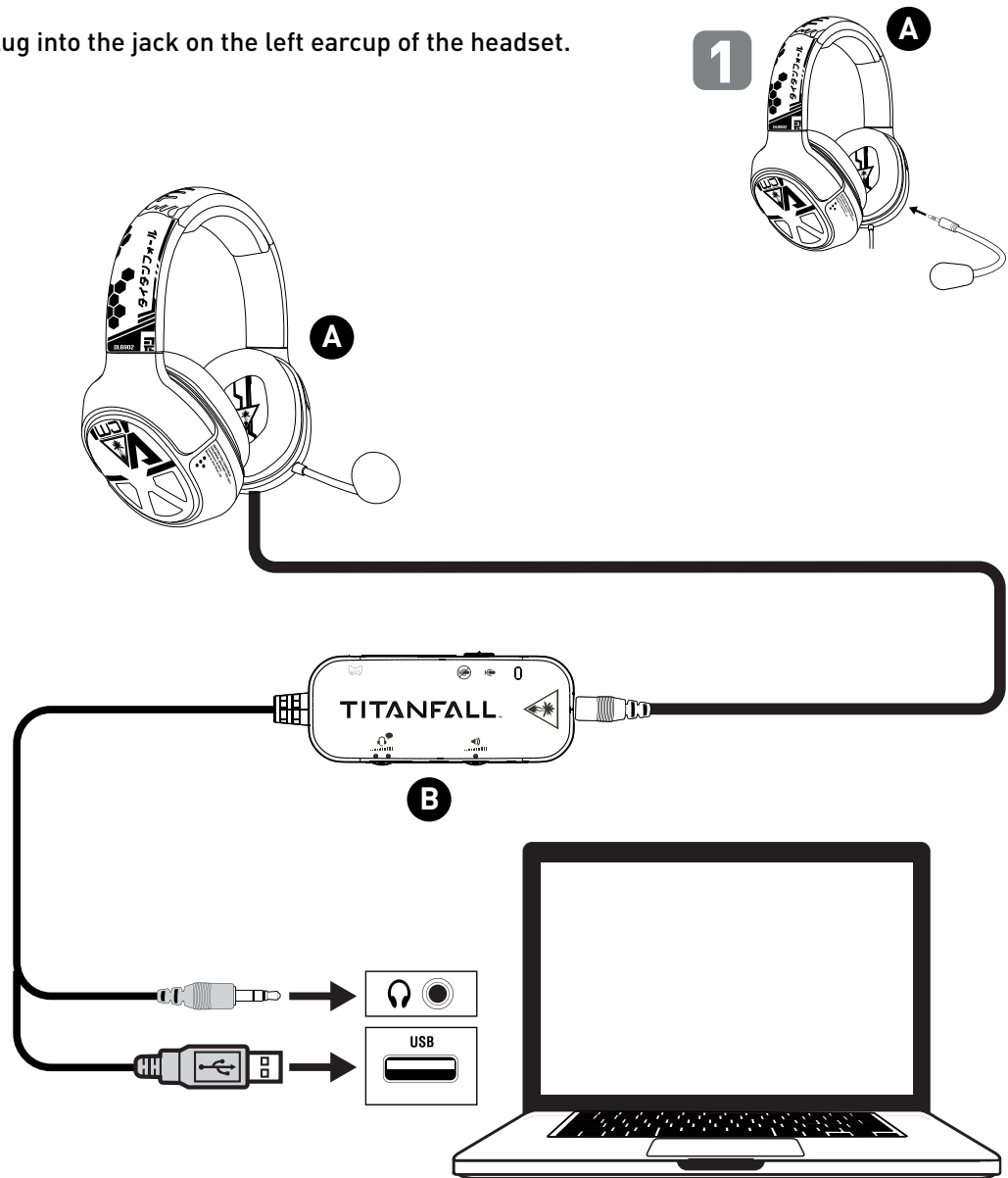
2. Insert the cable from your headset into the headset jack of the In-Line Amplifier.
3. Insert the 3.5 mm plug of the In-Line Amplifier into the headphone output of the PC.
4. Insert the USB plug of the In-Line Amplifier into a USB port on the PC.

NOTE: After setup, games, music and general PC sound sources will be supplied through the headphone output of the PC and adjusted by the Game Volume control of the In-Line Amplifier.
NOTE: After setup, PC chat applications such as Skype, Vent, Google Hangout and others will be supplied through the USB port of the PC and adjusted by the Chat Volume control of the In-Line Amplifier.

5. With the PC powered up and running, right-click the speaker icon in your task bar and select "**Playback Devices**" from the pop-up menu.
   (NOTE: Depending your operating system version, your screens may differ from the ones shown here; but the procedure remains the same.)
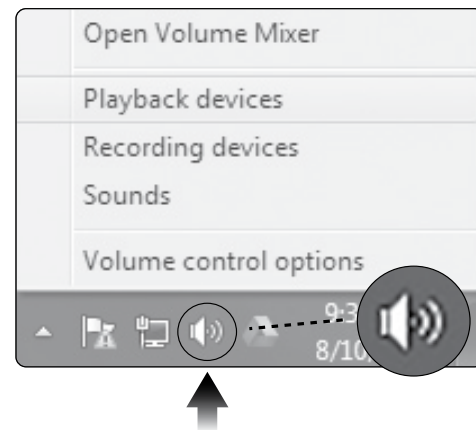
6. Do NOT select **"Turtle Beach ATLAS"**. Confirm that "**Speakers/Onboard Sound**" or something similar is the default device. If necessary, right-click on "**Speakers/Onboard Sound**" and select "**Set as Default Device**" from the pop-up menu.
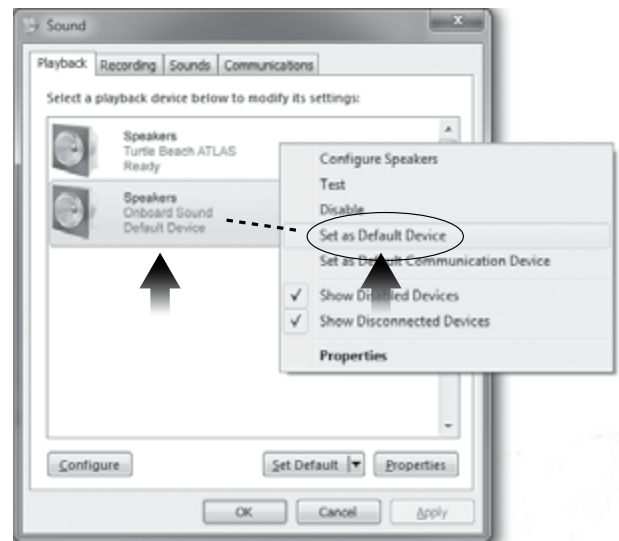
7. Left click on the "**Recording" tab**.
8. Right-click on "**Microphone/Turtle Beach ATLAS/Ready**" and select "**Set as Default Device**" from the pop-up menu.
9. Click on the **"OK"** button to accept the changes and close the **"Sound"** dialog box.
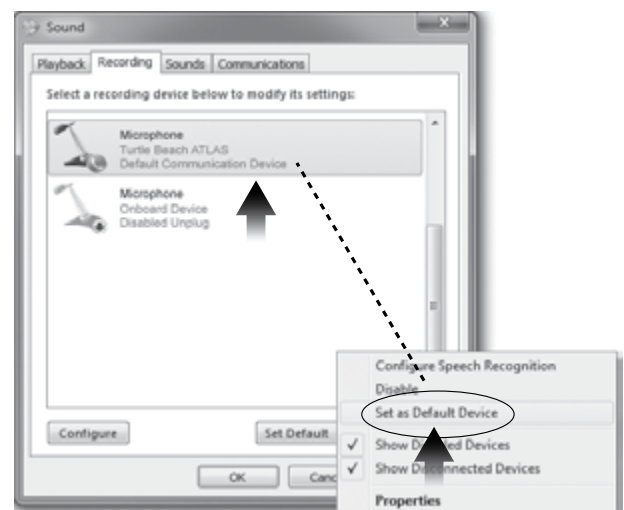
Setup and Connections: Mobile Sources

1 **A**

1. Insert the microphone boom plug into the jack on the left earcup of the headset.

A
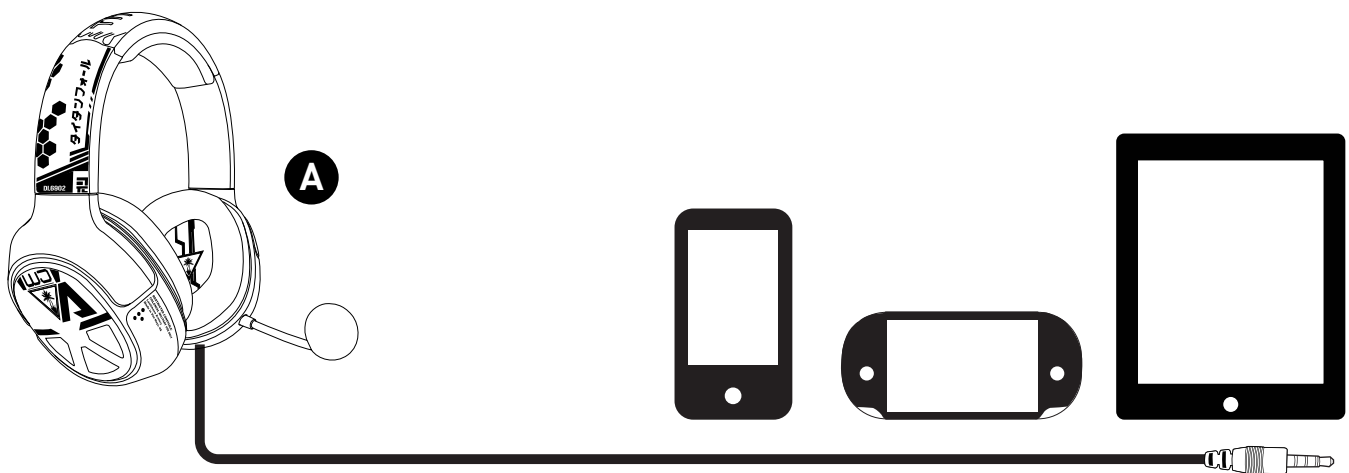
2. Insert the cable from your headset into the headphone jack of your mobile device.
   NOTE: For reliable sound, confirm that all connections are firmly inserted.

Specifications

- Speaker diameter: 50 mm
- Speaker frequency response: 20 Hz — 20 kHz
- Condenser microphone frequency response: 100 Hz — 10 kHz
- Earcup style: Around-ear
- Sound pressure level: 120 dB @ 1 kHz
- Total harmonic distortion: 1%
- Headphone cable: 3 feet (0.91 m) with stereo 3.5 mm plug
- Weight: 10.6 oz. (301 g)
- PC/Mac audio connection: USB and stereo 3.5 mm
- Xbox One audio/mic connection: Xbox One Audio Adapter
- Xbox 360 audio connection: RCA (analog)
- PC Mic connection: USB
- Amplifier power: USB
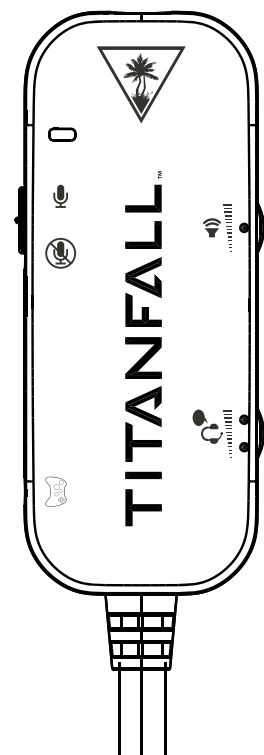
Troubleshooting Tips

No sound/low sound

Possible cause	Solution
Volume control turned down	• Press the Volume Up button on the Xbox One Audio Adapter. If necessary, press the Game button of the Chat/Game Balance. • Turn up the Game Volume Control on the In-Line Amplifier. • Confirm that the volume on the source component (game console, PC, mobile device) is turned up.
Loose connector	• Confirm that each plug is inserted firmly and fully.

Microphone not working

Possible cause	Solution
Microphone muted	• Press the Mic Mute button on the Xbox One Audio Adapter. • Slide the Mic Mute switch on the In-Line Amplifier to the Mic On position. Confirm that the Mic Status LED is green. • When using a PC, confirm that the headset is selected as the default Recording device. See page 16 for details.
Mic boom loose	• Confirm that the mic boom is fully inserted into the jack on the left earcup.
Chat application configured incorrectly	• Review the setup procedures to confirm that your chat application is properly configured.

No chat volume/low chat volume

Possible cause	Solution
Chat volume control turned down	• Press the Chat Button on the Chat/Game Mix of the Xbox One Audio Adapter. • Turn up the Chat Volume Control on the In-Line Amplifier.
Loose connector	• Confirm that each plug is inserted firmly and fully.

If your issue is not resolved by these steps, please visit turtlebeach.com/support

Important Safety Information

To avoid potential damage to the device, always disconnect all cables before transporting it.

WARNING: Permanent hearing damage can occur if a headset is used at high volumes for extended periods of time, so it is important to keep the volume at a safe level. Over time, your ears adapt to loud volume levels, so a level that may not cause initial discomfort can still damage your hearing. If you experience ringing in your ears after listening with the headset, it means the volume is set too loud.

The louder the volume is set, the less time it takes to affect your hearing. So, please take care to listen at moderate levels.
• Before placing a headset on your ears, turn the volume down completely, then slowly increase it to a comfortable level.
• Turn down the volume if you can't hear people speaking near you.
• Avoid turning up the volume to block out noisy surroundings.

Regulatory Compliance Statements for the TitanFall Ear Force ATLAS Model

Federal Communications Commission (FCC) Compliance Notices

Class B Interference Statement

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15, Subpart B of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

> • Reorient or relocate the receiving antenna.
> • Increase the separation between the equipment and receiver.
> • Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
> • Consult the dealer or an experienced radio/TV technician for help.

FCC Caution:

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) This device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Canadian ICES Statements

Canadian Department of Communications Radio Interference Regulations

This digital apparatus does not exceed the Class B limits for radio-noise emissions from a digital apparatus as set out in the Radio Interference Regulations of the Canadian Department of Communications. This Class B digital apparatus complies with Canadian ICES-003.

Règlement sur le brouillage radioélectrique du ministère des Communications

Cet appareil numérique respecte les limites de bruits radioélectriques visant les appareils numériques de classe B prescrites dans le Règlement sur le brouillage radioélectrique du ministère des Communications du Canada. Cet appareil numérique de la Classe B est conforme à la norme NMB-003 du Canada.

European Union and European Fair Trade Association (EFTA) Regulatory Compliance

This equipment may be operated in the countries that comprise the member countries of the European Union and the European Fair Trade Association. These countries, listed below, are referred to as The European Community throughout this document:

AUSTRIA, BELGIUM, BULGARIA, CYPRUS, CZECH REPUBLIC, DENMARK, ESTONIA, FINLAND, FRANCE,, GERMANY, GREECE, HUNGARY, IRELAND, ITALY, LATVIA, LITHUANIA, LUXEMBOURG, MALTA, NETHERLANDS, POLAND, PORTUGAL, ROMANIA, SLOVAKIA, SLOVENIA, SPAIN, SWEDEN, UNITED KINGDOM, ICELAND, LICHTENSTEIN, NORWAY, SWITZERLAND

Declaration of Conformity

Marking by this symbol: $C \epsilon$

indicates compliance with the Essential Requirements of the EMC Directive of the European Union (2004/108/EC). This equipment meets the following conformance standards:

Safety:　　　EN 60950-1: 2006 + A11: 2009 + A1: 2010 + A12: 2011 (T-Mark License)
　　　　　　　Also Licensed for Standards:
　　　　　　　IEC 60950-1: 2005 (2nd Edition) + Am 1: 2009 (CB Scheme Report/Certificate),
　　　　　　　UL 60950-1: 2007 R12.11 (NRTL License),
　　　　　　　CAN/CSA-C22.2 No. 60950-1-07 + A1: 2011 (SCC License)
　　　　　　　EN 50332-1: 2000, EN 50332-2: 2003
　　　　　　　Additional licenses issued for specific countries available on request

Emissions:　　EN 55022: 2010, CISPR: 2008

Immunity:　　EN 55024: 2010, EN 55024: 2010,
　　　　　　　EN61000-4-2: (2008-12), EN61000-4-3: (2010-04), EN61000-4-4: (2011-03),
　　　　　　　EN 61000-4-6: (2005), EN 61000-4-8: (2009-09)

These products are licensed, as required, for additional country specific standards for the International Marketplace. Additional issued licenses available upon request.

Environmental:　Low Voltage Directive 2006/95/EC, RoHS 2011/65/EU,
　　　　　　　REACH 2006/1907/EC, WEEE 2012/19/EU, Packaging 94/62/EC

Warning!
This is a Class B product. In a domestic environment, this product may cause radio interference, in which case, the user may be required to take appropriate measures.

Achtung!
Dieses ist ein Gerät der Funkstörgrenzwertklasse B. In Wohnbereichen können bei Betrieb dieses Gerätes Rundfunkstörungen auftreten, in welchen Fällen der Benutzer für entsprechende Gegenmaßnahmen verantwortlich ist.

Attention!
Ceci est un produit de Classe B. Dans un environnement domestique, ce produit risque de créer des interférences radioélectriques, il appartiendra alors à l'utilisateur de prendre les mesures spécifiques appropriées.

This symbol on the product or its packaging indicates that this product must not be disposed of with your other household waste. Instead, it is your responsibility to dispose of your waste equipment by handing it over to a designated collection point for the recycling of waste electrical and electronic equipment. The separate collection and recycling of your waste equipment at the time of disposal will help conserve natural resources and ensure that it is recycled in a manner that protects human health and the environment. For more information about where you can drop off your waste for recycling, please contact your local authority, or where you purchased your product.

Japan Compliance Statement

この装置は、クラスB情報技術装置です。この装置は、家庭環境で使用することを目的としていますが、この装置がラジオやテレビジョン受信機に近接して使用されると、受信障害を引き起こすことがあります。
取扱説明書に従って正しい取り扱いをして下さい。　　　VCCI－B

This is a Class B product based on the standard of the VCCI Council. If this is used near a radio or television receiver in a domestic environment, it may cause radio interference. Install and use the equipment according to the instruction manual.

Korean Compliance Statement

사용자안내문 (B급)
이 기기는 가정용(B급) 전자파적합기기로서 주로 가정에서 사용하는 것을 목적으로 하며, 모든 지역에서 사용할 수 있습니다.

Class B
(Broadcasting Communication Equipment for Home Use)
As an electromagnetic wave equipment for home use (Class B), this equipment is intended to use mainly for home use and may be used in all regions.

LIMITED ONE YEAR WARRANTY FOR TURTLE BEACH PRODUCTS:

Voyetra Turtle Beach, Inc. ("VTB") warrants to the original end-user purchaser ("Purchaser") that the retail Turtle Beach hardware product herein ("Product") will be free of defects in materials and workmanship for a period of one year from the date of purchase by the Purchaser ("Warranty Period"). Any Extended Warranty or Service Plans purchased through a Retail store are not honored by VTB. The Warranty refers to the repair/replacement of a defective product during this period and not a refund.

This limited warranty is extended only to the original Purchaser of a new product, which was not sold "AS IS". It is not transferable or assignable to any subsequent purchaser. This limited warranty is applicable only in the country or territory where the Product was purchased from an authorized VTB retailer and does not apply to a Product that has been purchased as used or refurbished or was included as part of a non-VTB product.

WARRANTY SERVICE:
In the USA and CANADA Warranty Service is provided by our Turtle Beach USA offices and in all other Countries it is provided by our local International Distributors when available. Refurbished/Recertified products are sold on an AS IS basis with a 90-day Warranty or less in accordance with each vendor's policy.

VTB does not warrant uninterrupted or error-free operation of the Product and is under no obligation to support the Product for all computer operating systems or future versions of such operating systems.

If a defect should occur during the Warranty Period, Purchaser must contact VTB to obtain a Return Merchandise Authorization ("RMA") number on the basis of the dated purchase receipt. Purchaser will be responsible for shipping costs incurred in returning the defective Product to an authorized VTB service center, or to the repair facility located at VTB's corporate headquarters. VTB will not be responsible for other products or accessories included with the defective Product sent to VTB. The RMA number must be clearly indicated on the outside of the package. Packages without an RMA number will be refused by VTB or its representatives and returned to sender at the sender's expense.

In the event of a defect, Purchaser's sole and exclusive remedy, and VTB's sole liability, is expressly limited to the correction of the defect by adjustment, repair, or replacement of the Product at VTB's sole option and expense. VTB owns all Products it has replaced and all parts removed from repaired Products. VTB uses new and reconditioned parts made by various manufacturers in performing warranty repairs and building replacement products. If VTB repairs or replaces a product, the original Warranty Period is not extended, however, VTB warrants that repaired or replacement parts will be free from defects in material and workmanship for a period of thirty (30) days from the date of repair or replacement, or for the remainder of the Warranty Period, whichever is greater.

This warranty does not apply to any Product that has had its serial number altered, removed or defaced, or any Product damage caused by shipping, improper storage, accident, problems with electrical power, abuse, misuse, neglect, ordinary wear, acts of God (e.g. flood), failure to follow directions, improper maintenance, use not in accordance with product instructions, unauthorized modification or service of the Product or damage resulting from the use of the Product with hardware, software or other products not provided by or specifically recommended by VTB.

NOTES:
- Replacement Parts and accessories that are subject to "wear and tear" such as earpads, mic foam covers, talkback cables, etc. have a three (3) month Warranty.
- Replacement Parts for Discontinued Products are sold on an AS IS basis, they are not supported and come with a 30 day Warranty.

THIS LIMITED WARRANTY IS PURCHASER'S SOLE AND EXCLUSIVE REMEDY AND IS IN LIEU OF ALL OTHER WARRANTIES, EXPRESS OR IMPLIED. TO THE EXTENT PERMITTED BY APPLICABLE LAW, VTB HEREBY DISCLAIMS THE APPLICABILITY OF ANY IMPLIED WARRANTY OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR USE FOR THE PRODUCT. IF SUCH A DISCLAIMER IS PROHIBITED BY APPLICABLE LAW, THE IMPLIED WARRANTY IS LIMITED TO THE DURATION OF THE FOREGOING LIMITED WRITTEN WARRANTY.

IN NO EVENT SHALL VTB BE LIABLE FOR ANY INDIRECT, INCIDENTAL, SPECIAL, PUNITIVE OR CONSEQUENTIAL DAMAGES, OR DAMAGES, INCLUDING BUT NOT LIMITED TO ANY LOST PROFITS, DATA, OR LOSS OF USE, ANY THIRD PARTY CLAIMS, AND ANY INJURY TO PROPERTY OR BODILY INJURY (INCLUDING DEATH) TO ANY PERSON, ARISING FROM OR RELATING TO THE USE OF THIS PRODUCT OR ARISING FROM BREACH OF THE WARRANTY, BREACH OF CONTRACT, NEGLIGENCE, TORT, OR STRICT LIABILITY, EVEN IF VTB HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

This warranty supersedes all prior agreements or understandings, oral or written, relating to the Product, and no representation, promise or condition not contained herein will modify these terms. Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above exclusion or limitation may not apply to you. This warranty gives you specific legal rights. You may also have other rights, which vary from state to state. Any action or lawsuit for breach of warranty must be commenced within eighteen (18) months following the purchase of the Product.

EXCLUSIONS FROM LIMITED WARRANTY:

This Limited Warranty shall not apply and VTB has no liability under this Limited Warranty if the Turtle Beach Product:

- is used for commercial purposes such as "LAN, Call Centers" (including rental or lease);

- is modified or tampered with;

- is damaged by Acts of God, power surge, misuse, abuse, negligence, accident, wear and tear, mishandling, misapplication, or other causes unrelated
  to defective materials or workmanship;

- serial number is defaced, altered or removed;

- is not used in accordance with the documentation and use instructions; or

- is repaired, modified or altered by other than authorized repair centers.

- is no longer available because it was discarded.

Watch Turtle Beach product training videos at:
youtube.com/TurtleBeachVideos

Product support and warranty information:
TurtleBeach.com/support